

VENEZIA

(A) Base Resource: Loom

Stage 1: 3 Victory Points

Stage 2: Copy White OR Black card that a neighbouring city has in play.

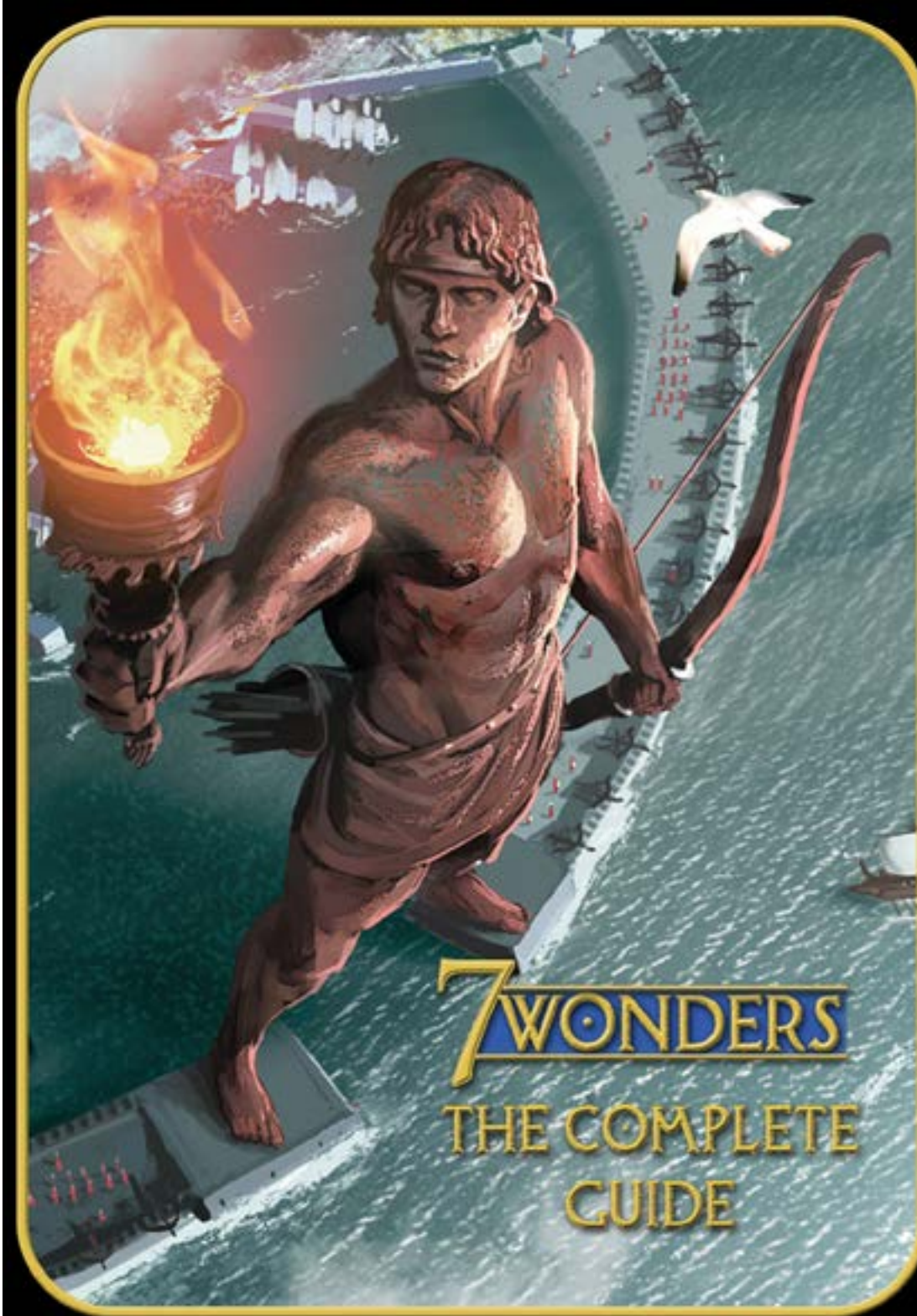
Stage 3: 7 Victory Points

(B) Base Resource: Loom

Stage 1: Copy stage 1 Wonder ability OR a Yellow card in play from the LEFT neighbour. Note: Stage 1 wonder ability need not be constructed to receive this bonus.

Stage 2: Copy Red OR Green card from the RIGHT neighbouring city that is in play.

Stage 3: Copy Purple OR Blue card in play from a neighbouring city.



7 Wonders Card Symbols



STONEHENGE

(A) Base Resource: Wood

Stage 1: 3 Victory Points

Stage 2: 5 Victory Points

Stage 3: At the end of the game, the player scores 2 Victory points for each Stone resource present on their brown cards.

(B) Base Resource: Wood

Stage 1: This Stage grants 1 coin for each Stone resource symbol present on the player's brown cards when it is built. At the end of the game, this Stage scores 1 victory point for each Stone resource symbol present on the player's brown cards.

Stage 2: At the end of the game, the player flips face-up the card used to build this Stage. Then, the player scores 1 victory point for each card of that colour present in both neighbouring cities.

THE GREAT WALL

Special Rules: the Stages of the Great Wall can be built in any order, at the player's choice.

(A) Base Resource: Loom

Stage 1: The player takes 8 coins from the bank and adds them to their treasury.

Stage 2: At the end of the game, the player gains an extra scientific symbol of their choice.

Stage 3: The player adds 2 Shields to their total during each conflict resolution.

Stage 4: The player can choose, at the end of the current turn, an Age card in the discard pile and put it in play for free.

(B) Base Resource: Loom

Stage 1: The player takes 8 coins from the bank. Both adjacent players each take 2 coins from the bank.

Stage 2: At the end of the game, the mask copies the scientific symbol of a green card present in one of the two neighbouring cities.

Stage 3: At the end of the game of the current Age, the player does not take part in the conflict resolution. The players neighbouring cities face off each other during conflict.

Also each player, other than the owner of the Wonder, must pay 2 coins to the bank.

If your not playing with the Cities expansion, a player who only has one coin left simply returns it to the bank, a player who has no coins left does not suffer this loss.

Stage 4: This Stage allows the player the benefit, each turn, from resource, of the player's choice, from among these not produced by its city from among their brown, grey and the initial resources of their board.

RHODES

(A) Base Resource: Ore

Stage 1: 3 Victory Points

Stage 2: 2 Shields

Stage 3: 7 Victory Points

(B) Base Resource: Ore

Stage 1: 1 Shield, 3 Victory Points & 3 Coin

Stage 2: 1 Shield, 4 Victory Points, 4 Coins

ROMA

(A) Player recruits their Leaders for free

Stage 1: 4 Victory Points

Stage 2: 6 Victory Points

(B) Player benefits from a -2 coin reduction to the recruitment of all it's Leaders. **Neighbouring cities benefit from a reduction if 1 coin in the recruitment of their Leaders.**

Stage 1: 5 Coin & Player immediately draws 4 Leaders cards from those in the box and adds them to their hand of Leader cards.

Stage 2: 3 Victory Points & Player can immediately put in play an extra Leader (by paying -2 coins less then the printed cost)

Stage 3: 3 Victory Points & Player can immediately put in play an extra Leader (by paying -2 coins less then the printed cost)

SPARTA

(A) A half-shield is added to the combined shield values of Sparta's Red cards during military conflict resolution.

Stage 1: 3 Victory Points

Stage 2: All opponents must remove one of their Leaders in play. The discarded Leaders can not be put back in play for the rest of the game.

Stage 3: 7 Victory Points

(B) A half-shield is added to the combined shield values of Sparta's Red cards during military conflict resolution.

Stage 1: After this stage is built, any buildings the player constructs with "chaining" earns a Military Defeat token. This can be avoided by paying resource cost for the building instead of "chaining".

Stage 2: 3 Victory Points. All opponents must return 2 Coins & 1 Military Victory token to the bank.

Stage 3: Immediately after this stage is built, the player may discard 5 Military Defeat tokens and exchange them for two 5 point Military Victory tokens.

Resource Cost:

Some Structures can be built either paying the requisite resource(s) or, alternatively, they can be built for free if the player has built previous age the structure indicated on the card.

Card Effect:

This symbol shows what effect the card has. e.g. Victory Points, Resource(s), Shields e.t.c...



Structure name of the card.

Structure Chain:

This area indicates which structures (if any) may be built for free in the following age.

Age I Cards

Structure	Effect	Resource Cost	Structure Chain
Alter	2 Victory Points	None	Temple
Apothecary	1 Geometry Science	1 Loom	Stables & Dispensary
Barracks	1 Shield	1 Ore	None
Baths	3 Victory Points	1 Stone	Aqueduct
Clandestine Dock East (Cities)	Each turn, the player pays 1 less coin on the FIRST resource (brown or grey) they buy from the RIGHT neighbour.	1 Coin	None
Clandestine Dock West (Cities)	Each turn, the player pays 1 less coin on the FIRST resource (brown or grey) they buy from the LEFT neighbour.	1 Coin	None
Clay Pit	1 Clay OR 1 Ore resource	1 Coin	None
Clay Pool	1 Clay resource	Free	None
East Trading Post	Player buys Clay, Stone, Wood and Ore from the RIGHT neighbour for only 1 gold instead of 2	Free	Forum
Excavation	1 Stone OR 1 Clay resource	1 Coin	None
Forest Cave	1 Wood OR 1 Ore resource	1 Coin	None
Gambling Den (Cities)	Player takes 6 coins from the bank & the neighbouring cities take 1 coin from the bank.	Free	None
Gates of the City (Cities)	4 Victory Points	1 Coin & 1 Wood	None
Glassworks	1 Glass resource	Free	None
Guard Tower	1 Shield	1 Clay	None
Hideout (Cities)	1 Victory Point & other players must pay 1 coin to the bank.	Free	None
Loom	1 Loom resource	Free	None
Lumber Yard	1 Wood resource	Free	None
Marketplace	Player buys Glass, Papyrus and Loom from neighbours for only 1 gold instead of 2	Free	Caravansary

OLYMPIA

(A) Base Resource: Wood

Stage 1: 3 Victory Points

Stage 2: Once per Age, build a structure of players choice for free.

Stage 3: 7 Victory Points

(B) Base Resource: Ore

Stage 1: Player can buy Wood, Ore, Stone & Clay from their neighbours for 1 coin instead of 2.

Stage 2: 5 Victory Points

Stage 3: Allows the player to “copy” a Purple Card of their choice built by one of their two neighbouring cities.

PERSEPOLIS

(A) Each purchase of 1 or more Grey card resource from a neighbour grants 1 coin from the bank. Note that this is gain is limited to 1 **coin per neighbour per turn**.

Stage 1: 3 Victory Points & Black cards do not cost any coins.

Stage 2: 6 Victory Points & 2 Victory Points per Red card in the player’s city at the end of the game.

(B) Each purchase of 1 or more Brown card resource from a neighbour grants 1 coin from the bank. Note that this is gain is limited to 1 **coin per neighbour per turn**.

Stage 1: Player randomly draws 2 **Age II** Black cards not used in this game, chooses 1 card, and puts it in play for free. The discarded Black card can not be chosen again in stage 3.

Stage 2: Player randomly draws 2 **Age III** Black cards not used in this game, chooses 1 card, and puts it in play for free.

Stage 3: 9 Victory Points OR Victory points earned from Black cards when stage 1 & 2 is built.

PETRA

(A) Base Resource: Clay

Stage 1: 3 Victory Points

Stage 2: 7 Victory Points

Stage 3: 7 Victory Points

(B) Base Resource: Clay

Stage 1: 3 Victory Points & causes the loss of 2 coins from every other player.

Stage 2: 14 Victory Points

GIZAH

(A) Base Resource: Stone

Stage 1: 3 Victory Points

Stage 2: 5 Victory Points

Stage 3: 7 Victory Points

(B) Base Resource: Stone

Stage 1: 3 Victory Points

Stage 2: 5 Victory Points

Stage 3: 5 Victory Points

Stage 4: 7 Victory Points

HALIKARNASSOS

(A) Base Resource: Loom

Stage 1: 3 Victory Points

Stage 2: Player can look through all of the cards discarded since the beginning of the game, pick one, and build it for free.

Stage 3: 7 Victory Points

(B) Base Resource: Loom

Stage 1: 2 Victory Points & Player can look through all of the cards discarded since the beginning of the game, pick one, and build it for free.

Stage 2: 1 Victory Points & Player can look through all of the cards discarded since the beginning of the game, pick one, and build it for free.

Stage 3: Player can look through all of the cards discarded since the beginning of the game, pick one, and build it for free.

MANNEKEN PIS . BRUSSELS

(A) Base Resource: Owner starts with +4 extra gold at the beginning of the game.

Stage 1: The player can use the effects of the Stage 1 of the Wonder on their left side.

Stage 2: The player can use the effects of the Stage 2 of the Wonder on their right side.

Stage 3: The player can use the effect of the Stage 3 wonder their left.

NOTE: The player's neighbours **do not need** to have been completed by their respective owners for the Manneken Pis to copy them.

(B) Base Resource: Owner starts with +4 extra gold at the beginning of the game.

Stage 1: The gains 7 Coins, 7 Victory Points & 1 Shield

Structure	Effect	Resource Cost	Structure Chain
Militia (Cities)	2 Shields	3 Coin	None
Mine	1 Stone OR 1 Ore resource	1 Coin	None
Ore Vein	1 Ore resource	Free	None
Pawn Shop	3 Victory Points	Free	None
Pigeon Loft (Cities)	Copy 1 of the Science symbols of a green card in one of the two neighbouring cities.	1 Coin & 1 Ore	None
Press	1 Papyrus resource	Free	None
Residence (Cities)	1 Victory Point & grants a Diplomacy token.	1 Clay	None
Scriptorium	1 Writing Science	1 Papyrus	Courthouse & Library
Secret Warehouse (Cities)	Each turn, produces 1 resource (brown or grey) of the player's choice from among those that their city ALREADY produces.	2 Coins	None
Stockade	1 Shield	1 Wood	None
Stone Pit	1 Stone resource	Free	None
Tavern	Take 5 Coins from the bank	Free	None
Theatre	2 Victory Points	Free	Statue
Timber Yard	1 Stone OR 1 Wood resource	1 Coin	None
Tree Farm	1 Wood OR 1 Clay resource	1 Coin	None
West Trading Post	Player buys Clay, Stone, Wood and Ore from the LEFT neighbour for only 1 gold instead of 2	None	Forum
Workshop	1 Engineering Science	1 Glass	Laboratory & Archery Range

Age II Cards

Structure	Effect	Resource Cost	Structure Chain
Aqueduct	5 Victory Points	3 Stone OR Bath	None
Archery Range	2 Shields	Workshop	None
Architect Cabinet (Cities)	2 Victory Points & when card enters play, the player can build their Wonder Stages without having to pay their resource costs.	1 Gold & 1 Papyrus	None
Bazaar	Gain 2 coin for every grey card in the player's city AND the two neighbouring cities.	Free	None
Black Market (Cities)	Each turn, produces 1 resource (brown or grey) of the player's choice from among those that the city DOESN'T produce.	1 Ore & 1 Loom	None
Brickyard	2 Clay resource	1 Coin	None
Caravansary	Each turn, the card produces either 1 Wood, 1 Stone, 1 Ore OR 1 Clay	2 Wood OR Marketplace	Lighthouse
Courthouse	4 Victory Points	2 Clay & 1 Loom OR Scriptorium	None
Consulate (Cities)	2 Victory Points & grants a Diplomacy token.	1 Clay & 1 Papyrus	None
Dispensary	1 Geometry Science	2 Ore & 1 Glass OR Apothecary	Lodge & Arena
Forum	Each turn, the card produces either 1 Glass, 1 Loom OR 1 Papyrus	2 Clay OR Trading Post	Haven
Foundry	2 Ore resource	1 Coin	None
Gambling House (Cities)	Player takes 9 coins from the bank. The players neighbouring cities take 2 coins from the bank.	1 Coin	None
Glassworks	1 Glass	Free	None
Laboratory	1 Engineering Science	2 Clay & 1 Papyrus OR Workshop	Observatory & Siege Workshop
Lair (Cities)	3 Victory Points & other players MUST pay 2 coins to the bank.	1 Wood & 1 Glass	None

BYZANTIUM

(A) Base Resource: Stone

Stage 1: 3 Victory Points

Stage 2: 2 Victory Points & earns a Diplomacy token.

Stage 3: 7 Victory Points

(B) Base Resource: Papyrus

Stage 1: 3 Victory Points & earns a Diplomacy token.

Stage 2: 4 Victory Points & earns a Diplomacy token.

CATAN

(A) Once per turn, the player may use two **identical** resources which they produce (brown or grey cards), in order to receive a (brown or grey) resource of their choice.

Stage 1: 3 Victory Points

Stage 2: The player receives seven coins and other players must pay two coins to the bank.

Stage 3: 7 Victory Points

(B) Once per turn, the player may use two identical resources which they produce (brown or grey cards), in order to receive a (brown or grey) resource of their choice.

Stage 1: The player immediately takes one of the remaining leader cards up into his hand. He may then immediately recruit one of his other leaders according to the usual rules.

Stage 2: 5 Victory points & 3 Shields

EPHESOS

(A) Base Resource: Papyrus

Stage 1: 3 Victory Points

Stage 2: 9 Coins

Stage 3: 7 Victory Points

(B) Base Resource: Papyrus

Stage 1: 2 Victory Points & 4 Coins

Stage 2: 3 Victory Points & 4 Coins

Stage 3: 5 Victory Points & 4 Coins

ANGKOR WAT

(A) Base Resource: Glass

Stage 1: Once per age, use the chaining ability of a card owned by a neighbouring city to build a new card at no resource cost.

Stage 2: Player receives 1 coin per Grey, Blue and Green card built in player's city & 1 Victory Point for each Grey card present in the city.

Stage 3: 7 Victory Points

(B) Base Resource: Ore

Stage 1: Every wonder stage the player build causes all opponents MUST discard 2 coins to the bank.

Stage 2: Player receives 1 coin per Brown, Red and Yellow card built in player's city & 1 Victory Point for each Brown card present in the city.

Stage 3: 7 Victory Points

ATLANTIS

(A) Player gains 2 coins for each Grey card they build.

Stage 1: 3 Victory Points

Stage 2: Allows the player to build Purple cards for 1 less resource than their written cost & 2 Victory Points per Purple card in the player's city at the end of the game.

Stage 3: 7 Victory Points

(B) Player gains 2 coins for each Grey card they build.

Stage 1: 1 Victory Point per Purple card in the player's city at the end of the game.

Stage 2: Player randomly draws 2 Purple cards not used in this game, chooses 1 card, and puts it in play for free. The discarded Purple card can not be chosen again in stage 3.

Stage 3: Player randomly draws 2 Purple cards not used in this game, chooses 1 card, and puts it in play for free.

BABYLON

(A) Base Resource: Clay

Stage 1: 3 Victory Points

Stage 2: End of game, player chooses to gain either 1 Writing, 1 Geometry OR 1 Engineering Science.

Stage 3: 7 Victory Points

(B) Base Resource: Clay

Stage 1: 3 Victory Points

Stage 2: Allows the player to play their seventh card instead of discarding it.

Stage 3: End of game, player chooses to gain either 1 Writing, 1 Geometry OR 1 Engineering Science.

Structure	Effect	Resource Cost	Structure Chain
Library	1 Writing Science	2 Stone & 1 Loom OR Scriptorium	Senate & University
Loom	1 Loom resource	Free	None
Mercenaries (Cities)	3 Shields	4 Coins & 1 Papyrus	None
Press	1 Papyrus resource	Free	None
Quarry	2 Stone resource	1 Coin	None
Sawmill	2 Wood resource	1 Coin	None
School	1 Writing Science	1 Wood & 1 Papyrus	Academy & Study
Sepulchre (Cities)	4 Victory Points & other players MUST pay 1 coin to the bank for each Military Victory token in their possession.	1 Stone, 1 Glass & 1 Loom	None
Spy Ring (Cities)	Copy 1 of the Science symbols of a green card in one of the two neighbouring cities.	2 Coins, 1 Stone & 1 Clay	None
Stables	2 Shields	1 Clay, 1 Wood & 1 Ore OR Apothecary	None
Statue	4 Victory Points	2 Ore & 1 Wood OR Theatre	Gardens
Tabularium (Cities)	6 Victory Points	2 Coins, 1 Ore, 1 Wood & 1 Loom	None
Temple	3 Victory Points	1 Wood, 1 Clay and 1 Glass OR Alter	Pantheon
Training Ground	2 Shields	2 Ore & 1 Wood	Circus
Vineyard	Gain 1 coin for every brown card in the player's city AND the two neighbouring cities.	Free	None
Walls	2 Shields	3 Stone	Fortifications

Age III Cards

Structure	Effect	Resource Cost
Academy	1 Geometry Science	3 Stone & 1 Glass OR School
Architects Guild (Leaders)	3 Victory Points for each purple card present in the neighbouring cities.	3 Ore, 1 Clay, 1 Papyrus & 1 Loom
Arena	Gives 3 coins per Wonder stage constructed in the player's city when it comes into play. At the end of the game, the card is worth 1 victory point for each Wonder stage built in it's home city.	2 Stone & 1 Ore OR Dispensary
Arsenal	3 Shields	2 Wood, 1 Ore & 1 Loom
Brotherhood (Cities)	4 Victory Points & other players MUST pay 3 coins to the bank.	3 Wood, 1 Ore & 1 Loom
Builders Guild	1 Victory Point for each Wonder stage built in the neighbouring cities AND player's own city.	2 Stone, 2 Clay & 1 Glass
Builders Union (Cities)	4 Victory Points and every other player MUST pay 1 coin to the bank for each stage of their Wonder they have built.	1 Clay, 1 Wood, 1 Papyrus & 1 Glass
Capital (Cities)	8 Victory Points	2 Coins, 2 Clay, 2 Stone, 1 Glass & 1 Papyrus
Cenotaph (Cities)	5 Victory Points & other players MUST pay 1 coin to the bank for each Victory Conflict token in their possession.	2 Clay, 1 Stone, 1 Loom & 1 Glass
Chambers of Commerce	Gives 2 coins per grey card present in the player's city when it comes into play. At the end of the game, the card is worth 2 victory points for each grey card present in the player's city.	2 Clay & 1 Papyrus
Circus	3 Shields	3 Stone & 1 Ore OR Training Ground
Contingent (Cities)	5 Shields	5 Coins & 1 Loom
Counterfeiters Guild (Cities)	Gives 5 Victory Points and causes the loss of 3 Coins from all the other players.	3 Ore, 1 Glass & 1 Loom
Courtesans Guild (Leaders)	Place the "Courtesan" token on of the Leaders present in one of the neighbouring city. The player then gains the benefits of that Leader and their associated effect.	1 Stone, 1 Clay, 1 Glass & 1 Loom

WONDER BOARDS

ABU SIMBEL

(A) Base Resource: Papyrus

Stage 1: 3 Victory Points

Stage 2: 5 Victory Points

Stage 3: At the moment when this Wonder Stage is built, the player must choose one of their previously recruited Leaders and place it face-down in the space reserved for that on their board. The player can no longer benefit from the chosen Leader's effect. At the end of the game, the player scores a number of points equivalent to double the Leader's cost.

(B) Base Resource: Papyrus

Stage 1: At the moment when this Wonder Stage is built, the player must choose one of their previously recruited Leaders and place it face-down in the space reserved for that on their board. The player can no longer benefit from the chosen Leader's effect. At the end of the game, the player scores a number of points equivalent to double the Leader's cost.

Stage 2: At the moment when this Wonder Stage is built, the player must choose one of their previously recruited Leaders and place it face-down in the space reserved for that on their board. The player can no longer benefit from the chosen Leader's effect. At the end of the game, the player scores a number of points equivalent to double the Leader's cost.

ALEXANDRIA

(A) Base Resource: Glass

Stage 1: 3 Victory Points

Stage 2: Gain 1 Clay, 1 Ore, 1 Wood OR 1 Stone resource of the player's choice each turn.

Stage 3: 7 Victory Points

(B) Base Resource: Glass

Stage 1: Player chooses either 1 Clay, 1 Ore, 1 Wood OR 1 Stone resource to gain each turn.

Stage 2: Player chooses either 1 Glass, 1 Loom OR 1 Papyrus resource to gain each turn.

Stage 3: 7 Victory Points

Leader	Effect	Cost
Louis (Promo Card)	At the end of the game, Louis is worth 7 victory points minus the number of each victory token you possess (not the value of the tokens).	
Maecenas	Controlling player can recruit all of their future Leaders for free (during the Recruitment Phase).	1 Coin
Midas	1 Victory Point for each complete set of 3 coins present in the player's treasury.	3 Coins
Nebuchadnezzar	1 Victory Point per Blue card in the player's city at the end of the game.	4 Coins
Nefertiti	4 Victory Points.	3 Coins
Nero	When he enters play, grants 2 coins from the bank for each Victory token earned by the player from this point forward.	3 Coins
Perciles	2 Victory Points per Red card in the player's city at the end of the game.	6 Coins
Phidias	1 Victory Point per Brown card in the player's city at the end of the game.	3 Coins
Plato	7 Victory points for each set of brown, grey, blue, yellow, green, red & purple cards in the player's city.	4 Coins
Praxiteles	2 Victory Points per Grey card in the player's city at the end of the game.	3 Coins
Ptolemy	1 Writing Science	5 Coins
Pythagoras	1 Engineering Science	5 Coins
Ramses	The player can build all purple cards for free.	5 Coins
Sappho	2 Victory Points	1 Coin
Semiramis (Cities)	Each Defeat Conflict token counts as a Shield symbol for all future conflict phases. (Place your Defeat tokens on Semiramis card to make it clearer).	2 coins
Stevie (Promo Card)	Allows the player pay a stage of Wonder with money instead of resources. Cost (X) equals the amount resources required to build that stage.	
Solomon	The player can choose and Age card from the discard pile and put it in play for free.	3 Coins
Tomyris	During conflict resolution, the Defeat tokens if this player are given to the victorious neighbouring city.	4 Coins
Vario	1 Victory Point per Yellow card in the player's city at the end of the game.	3 Coins
Vitruvius	Grants 2 coins whenever the player builds a structure for free, through building chains. The coins are taken from the bank when the structures are built.	1 Coin
Xenophon	When he enters play, grants 2 coins from the bank for each yellow card the player builds from this point forward.	2 Coins
Zenobia	3 Victory Points	2 Coins

Structure	Effect	Resource Cost
Craftsmen Guild	2 Victory Point for each grey card present in the neighbouring cities.	2 Ore & 2 Stone
Diplomats Guild (Leaders)	1 Victory Point for each white card present in the neighbouring cities.	1 Stone, 1 Wood, 1 Glass & 1 Papyrus
Embassy (Cities)	3 Victory Points & grants a Diplomacy token.	1 Stone, 1 Loom & 1 Papyrus
Fortifications	3 Shields	3 Ore & 1 Stone OR Walls
Gamer's Guild (Leaders)	1 Victory Point for each complete set of 3 coins present in the player's treasury.	1 Stone, 1 Clay, 1 Wood & 1 Ore
Gardens	5 Victory Points	2 Clay & 1 Wood OR Statue
Guild of Shadows (Cities)	1 Victory Point for each black card present in the neighbouring cities.	2 Stone, 1 Wood & 1 Papyrus
Haven	Gives 1 coin per brown card present in the player's city when it comes into play. At the end of the game, the card is worth 1 victory point for each brown card present in the player's city.	1 Wood, 1 Ore and 1 Loom OR Forum
Lighthouse	Gives 1 coin per yellow card present in the player's city when it comes into play. At the end of the game, the card is worth 1 victory point for each yellow card present in the player's city.	1 Stone & 1 Glass OR Caravansary
Lodge	1 Geometry Science	2 Clay, 1 Papyrus & 1 Loom OR Dispensary
Magistrates Guild	1 Victory Point for each blue card present in the neighbouring cities.	3 Wood, 1 Stone & 1 Loom
Mourners Guild (Cities)	Gain 1 Victory Point for each Victory Conflict token present in the neighbouring cities.	
Observatory	1 Engineering Science	2 Ore, 1 Glass & 1 Loom OR Laboratory
Palace	8 Victory Points	1 Stone, 1 Ore, 1 Wood, 1 Clay, 1 Glass, 1 Papyrus, 1 Loom
Pantheon	7 Victory Points	2 Clay, 1 Ore, 1 Glass, 1 Papyrus & 1 Loom OR Temple

Structure	Effect	Resource Cost
Philosophers Guild	1 Victory Point for each green card present in the neighbouring cities.	3 Clay, 1 Papyrus & 1 Loom
Scientists Guild	Gain 1 extra Geometry OR Writing OR Engineering Science.	2 Wood, 2 Ore & 1 Papyrus
Secret Society (Cities)	Gives 1 coin per black card present in the player's city when it comes into play. At the end of the game, the card is worth 1 victory point for each black card present in the player's city.	1 Stone & 1 Papyrus
Senate	6 Victory Points	2 Wood, 1 Stone & 1 Ore OR Library
Siege Workshop	3 Shields	3 Clay & 1 Wood OR Laboratory
Shipowners Guild	1 Victory Point for each brown, grey and purple card in the player's city.	3 Wood, 1 Glass & 1 Papyrus
Slave Market (Cities)	Gives 1 coin per Victory token present in the player's city when it comes into play. At the end of the game, the card is worth 1 victory point for each Victory Conflict token present in the player's city.	2 Ore & 2 Wood
Spies Guild	1 Victory Point for each red card present in the neighbouring cities.	3 Stone & 1 Glass
Strategists Guild	1 Victory Point for each defeat token present in the neighbouring cities.	2 Ore, 1 Stone & 1 Loom
Study	1 Engineering Science	1 Wood, 1 Papyrus & 1 Loom OR School
Torture Chamber (Cities)	Copy 1 of the Science symbols of a green card in one of the two neighbouring cities.	3 Coins, 2 Ore & 1 Glass
Town Hall	6 Victory Points	2 Stone, 1 Ore & 1 Glass
Traders Guild	1 Victory Point for each yellow card present in the neighbouring cities.	1 Glass, 1 Loom & 1 Papyrus
University	1 Writing Science	2 Wood, 1 Papyrus & 1 Glass OR Library
Workers Guild	1 Victory Point for each brown card present in the neighbouring cities.	2 Ore, 1 Clay, 1 Stone & 1 Wood

Leader	Effect	Cost
Alexander	Adds +1 Victory Point to each Victory token at the end of the game.	3 Coins
Amytis	2 Victory points for each Wonder stage built by the player.	4 Coins
Archimedes	Allows the player to build green cards for 1 less resource then their written cost.	4 Coins
Aristotle	+3 Victory points for each set of Geometry, Writing and Engineering Science.	3 Coins
Aspasia (Cities)	2 Victory Points & grants a Diplomacy token.	3 Coins
Berenice	Each amount of coins taken from the bank is increased by 1. This increase is limited to one coin per turn.	2 Coins
Bilkis	The player can purchase any resource by paying 1 coin to the bank once per turn .	4 Coins
Caesar	2 Shield	5 Coins
Caligula (Cities)	Build 1 Black card per age for free.	3 Coins
Cleopatra	5 Victory Points	4 Coins
Croesus	Take 6 Coins from the bank.	1 Coin
Darius (Cities)	1 Victory Point per Black card in the player's city at the end of the game.	4 Coins
Diocletian (Cities)	When he enters play, grants 2 coins from the bank for each black card the player builds from this point forward.	2 Coins
Euclid	1 Geometry Science	5 Coins
Esteban (Promo Card)	Allows the player who has him, to, once per game, "freeze" the passing of Age cards to the next player.	
Hammurabi	Allows the player to build blue cards for 1 less resource then their written cost.	2 Coins
Hannibal	1 Shield	2 Coins
Hatshepsut	Each purchase of one or more resources from a neighbour grants 1 coin from the bank. Note that this gain is limited to 1 coin per neighbour per turn .	2 Coins
Hiram	2 Victory Points per Purple card in the player's city at the end of the game.	3 Coins
Hypatia	1 Victory Point per Green card in the player's city at the end of the game.	4 Coins
Justinian	3 Victory points for each set of red, blue & green cards in the player's city.	3 Coins
Imhotep	Allows the player to build Wonder stages for 1 less resource then their written cost.	3 Coins
Leonidas	Allows the player to build red cards for 1 less resource then their written cost.	2 Coins